

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claim 1. (currently amended) A method of playing a casino game, comprising:
displaying a linear playing field comprising a plurality of discrete positions including a center and a first end and a second end and a piece in an initial position;
receiving a first wager that the piece will reach a first desired end comprising either the first end or the second end;
moving the piece in either direction on the field to a further position which is one of the plurality of discrete positions, in accordance with a random number generator;
receiving a second wager that the piece will reach a second desired end, the second desired end being different from the first desired end; and
continuing the moving of the piece until the piece reaches either the first end or the second end, and then accounting for the first wager and the second wager, wherein payouts on the second wager vary depending on the further position and the second desired end.

Claim 2. (previously presented) A method as recited in claim 1, wherein when the first wager is made when the piece is in the center, the wager pays even money with a house commission deducted.

Claim 3. (previously presented) A method as recited in claim 1, wherein, for the second wager, a particular discrete position has an associated particular first end payout for the piece to reach the first end and an associated particular second end payout for the piece to reach the second end, and a different discrete position has an associated different first end payout for the piece to reach the first end and an associated different second end payout for the piece to reach the second end, the particular first end payout and the different first end payout being different from each other.

Claim 4. (previously presented) A method of playing a casino game, comprising:
displaying a linear playing field with a center and a first end and a second end;
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;
moving the piece in either direction on the field in accordance with a random number generator;
when the piece reaches either the first end or the second end, accounting for the wager; and
offering a side wager based on a number of times the random number generator will be invoked before the piece reaches either end.

Claim 5. (previously presented) A method of playing a casino game, comprising:

displaying a linear playing field with a center and a first end and a second end;
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;
moving the piece in either direction on the field in accordance with a random number generator; and
when the piece reaches either the first end or the second end, accounting for the wager;
offering a side wager on whether a number of times the random number generator will be invoked will exceed a predetermined number.

Claim 6. (previously presented) A method of playing a casino game, comprising:
displaying a linear playing field with a center and a first end and a second end;
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;
moving the piece in either direction on the field in accordance with a random number generator; and
when the piece reaches either the first end or the second end, accounting for the wager.
offering a side wager on whether a number of times the random number generator will be invoked will fall below a predetermined number.

Claim 7. (previously presented) A method as recited in claim 1, wherein the random number generator comprises a die.

Claim 8. (previously presented) A method as recited in claim 1, further comprising moving the first wager and the second wager onto an area of a table whereby the position of the wager indicates a desired end and a location of the piece when the wager was placed.

Claim 9. (previously presented) A method as recited in claim 1, further comprising offering a side bet on an outcome of a next output of the random number generator.

Claim 10. (previously presented) A method as recited in claim 1, further comprising using respective lines for each player in order to identify which player has placed the first wager and the second wager.

Claim 11. (previously presented) A method as recited in claim 10, further comprising using alignments on the respective lines in order to identify which position the puck was on when each wager was placed.

Claim 12. (previously presented) A method as recited in claim 1, further comprising using a mini field for each player to easily identify each player's particular wager.

Claim 13. (previously presented) A method as recited in claim 1, further comprising allowing the player to relocate the piece upon approval of a dealer.

Claims 14-20 (canceled)

Claim 21. (currently amended) ~~An electronic gaming device method as recited in claim 15, further performing comprising initiating a jackpot or bonus round when the random number generator has been invoked a predetermined number of times without a resolution of the game.~~

Claim 22. (currently amended) ~~An electronic gaming device method as recited in claim 15, further comprising offering an option which automatically advances a current game to resolution.~~

Claim 23. (currently amended) ~~An electronic gaming device method as recited in claim 15, further comprising allowing the player to position the piece in any position on the field.~~

Claim 24. (currently amended) ~~An electronic gaming device method as recited in claim 23, further comprising allowing the player to position the piece in any position on the field, wherein the player can position the piece only when there are no active bets on the field.~~

Claims 25-28 (canceled)

Claim 29 (previously presented) A method as recited in claim 1, wherein payouts on the second wager are determined by a matrix which has two payouts associated with discrete positions on the playing field, one payout for the piece to reach the first end from the associated discrete position and one payout for the piece to reach the second end from the associated discrete position, the two payouts are different for different discrete positions.

Claims 30 -34 (canceled)

Claim 35 (previously presented) A method as recited in claim 1, further comprising determining if a betting opportunity exists which would guarantee the player a net win, and if so, automatically notifying the player of the betting opportunity.

Claim 36 (currently amended) A method as recited in claim 1, further comprising determining if a betting opportunity exists which would result in the player having a chance greater than a predetermined threshold of a net win; and if so, automatically notifying the player of the betting opportunity which would result in the player having a chance of a net win greater than a predetermined threshold.